A Comprehensive Guide To LiA

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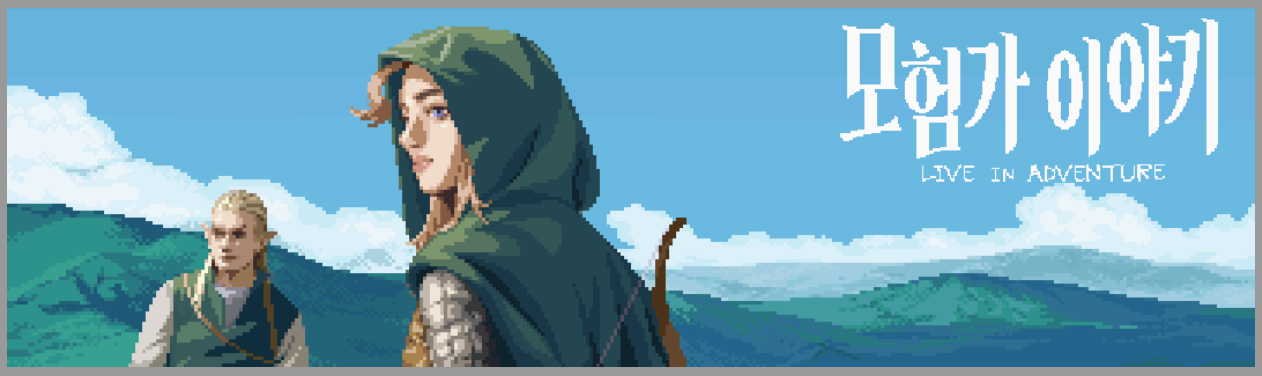
Introduction



LiA (Life in Adventure) is a pixelart D&D-style, fantasy text-based game written by the creator of **LiAG (Life is a Game)**. In this game, you encounter various events and make various choices that will affect the epilogue of your adventure. Some events and choices are only triggered under certain conditions that depend on your abilities, items, assets, and choices made from the past (with a bit of luck).

This is supposed to be a *collaborative effort* between all the adventurers in LiA's official discord server: https://discord.gg/9JdYkGm2T3

If you would like to contribute/add-on to the guide to help other fellow adventurers, please DM me on discord: ☆레미☆**#0874** (This includes any errors/mistakes made!)

NOTE: For Security reasons, old editors who are no longer on the discord or active in LiA will be removed from editing access.

Thank you for your time and contribution!: **Nakozu (Nakozu#0655)**, **Noelo (Noelo#9673)**, and **Wildcard (Wildcard#6248)**

Current editor(s): **Sparklesn**

Basic Mechanics

Character Profile

When you start off your adventure, at the top left corner of your screen will be your character's profile. On the left side is the appearance of your random/custom character, followed by their name on the top right side of it.

The red dot represents **Health Points (HP)**. By default, your character will only have **3HP**. When you reach **1HP**, your screen will start flashing red as an indicator of danger since, once you run out of HP, your adventure ends.

The green dot represents **Sanity Points (SP)**. By default, your character will only have **3SP**. Similar to HP, your screen will start flashing red as an indicator of danger once you have **1SP** left. When you run out of SP, your adventure ends with you in a comatose state.

Character Attributes

Before I explain the attributes, there are 2 icons. One is the scroll and the other is the gear icon. The gear icon is where you modify how you want your game to look (Text size, line spacing, language, dark mode, etc.), restart your adventure, as well as save/load your data (requires google+ sign-in). The scroll is the **Adventurer's Guild Pass**, which I will explain later on under **'F2P vs Adventurer's Guild Pass'**.

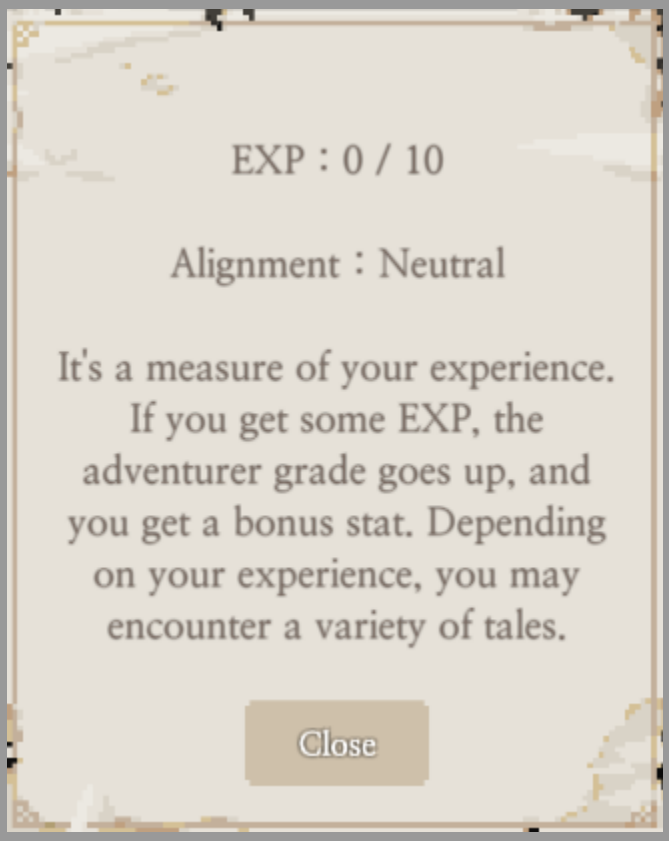
Attributes	Description

STR (Strength)	Represents physical capability in STR-related events **(Swimming, Climbing, Breaking, etc.)** Every 3 STR points increases inventory slot by 1.
DEX (Dexterity)	Represents the accuracy of your movements, balance/stability, and reflexes/reaction in DEX-related events **(Picking locks, dodging, running away from dangerous monsters, etc.)**
INT (Intelligence)	Represents your intellect, memory, logic and academic knowledge in INT-related events **(Remembering/casting spells, analysing traps, deciphering runes, etc.)**
CHA (Charisma)	Represents your physical beauty, presence, speech, etc. in CHAR-related events **(Persuading, seducing, threatening people, etc.)** For every 10 points, prices from the travelling merchant, in the blacksmith shop, the adventurer's shop, and the magic shop are 10% better.
CON (Constitution)	Represents your vitality, endurance and durability in CON-related events **(Drinking contest, etc.)** For every 3 points, HP increases by 1.
WIS (Wisdom)	Represents your intuition, willpower, and perception in WIS-related events **(Needs at least 12 WIS points to unlock certain events/choices)** For every 3 points, sanity increases by 1.

The most common attribute you will see when making stat-related choices will be **STR**, **DEX**, and **INT**, with some **CHAR**. **WIS-related choices/events** will only unlock with *approximately* 12 points. Sometimes, there will be a combination of stats like **STR** + **DEX** during events like the **[Weapon Appraisal]**.

Progress Bar

Under both your **Character Profile** and **Character Attributes** is your **Progress Bar**. Not only does it indicate how much **EXP** you gained, it also helps you track down on how far/close you are to ending your current adventure. You can tap on your progress bar to view your **Alignment** and **EXP**.


EXP : 0 / 10
Alignment : Neutral
It's a measure of your experience. If you get some EXP, the adventurer grade goes up, and you get a bonus stat. Depending on your experience, you may encounter a variety of tales.
Close

EXP

EXP (Experience) is gained after an enemy encounter, a random event, or a major event. Enemy encounters give **1 EXP**, random events give **1-2 EXP**, and major events can give **2-3 EXP**. The maximum amount of **EXP** you can gain is **100**, where your adventure usually ends if nothing else happens.

Of course, like other games that utilise the **EXP** system, your adventurer has the ability to rank up and gain **AP (Attribute Points)**. By default, you gain **4AP** with each rank up. You can rank

up at a total amount of 5 times, with there being 2 milestones that you have to take note of.

You gain your first rank up at **10EXP**.
Your second at **20EXP**.
Your third at **35EXP**.
Your fourth at **55EXP**.
And your fifth at **80EXP**.

Milestone	Description
35EXP	**At less than 35EXP, your fame will be considered as an Unknown Adventurer.** **Once you reach 35EXP, you will become a Well-Known Adventurer.**
80EXP	**Once you reach 80EXP, you will become a Famous Adventurer.**

NOTE: EXP may affect the epilogue you get.

Alignment

There are 5 types of alignments:

Alignment	Advantage(s)	Disadvantage(s)	How to obtain:
Good	**Same as Morale.** **Marry Irelle, Buy books (Raises INT, DEX or STR BY 1) from an old man at 50 Gold, Pull out Galgano's sword without a stat-check.**	**-**	**Buy the Bright trait in the shop.** **OR** **Make only good choices.**
Moral	**You get to pet Shawna (+1SP) from Herbalist potion.**	**-**	**Buy the Bright trait in the shop.** **OR** **Make more good**

			choices than evil.
Neutral	**-**	**-**	**Make a mixture of choices that are considered good or evil.**
Impure	**Unlocks additional options (E.g Ability to dispose of certain NPCs)**	**Herbalist potion will not benefit you.**	**Buy the Dark trait in the shop.** **OR** **Make more evil choices than good.**
Evil	**Same as Impure.**	**Same as Impure.**	**Buy the Dark trait in the shop.** **OR** **Make only evil choices.**

NOTE: Alignment may affect the epilogue you get.

Catalogue

At the bottom part of your screen will be 4 icons. The journal icon at the very left is the **Catalogue**.

The **Catalogue** holds a record of all the **Main & Sub Epilogues**, **Monsters**, and **Items** you've obtained as well as your **Achievements**.

Achievements

There are a total of **33 Achievements** in the game. No real benefit is given other than bragging rights and Google+ experience.

Items

There are a total of **252 Items** in the game (including items from *every tale and background* in the shop).

Monsters

There are a total of **158 Monsters** in the game (including monsters from *every tale and background* in the shop).

Sub Epilogues

There are a total of **72 Sub Epilogues** (Excluding the backgrounds except Adventurer's Dream).

Adventurer's Dream: 1-28
The Plague: 29-36
Refugees in Rixhelm: 37-44
Devil's Blood: 45-49
In Search of the Merfolk: 50-59
Vengeful: 60-72

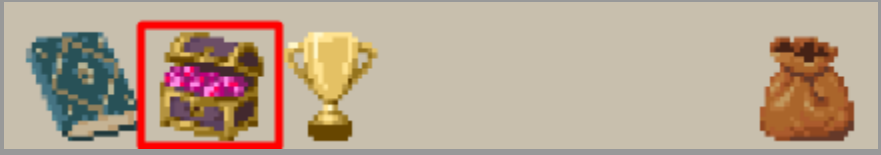
Main Epilogues

There are a total of **129 Epilogues** (Excluding the tales).

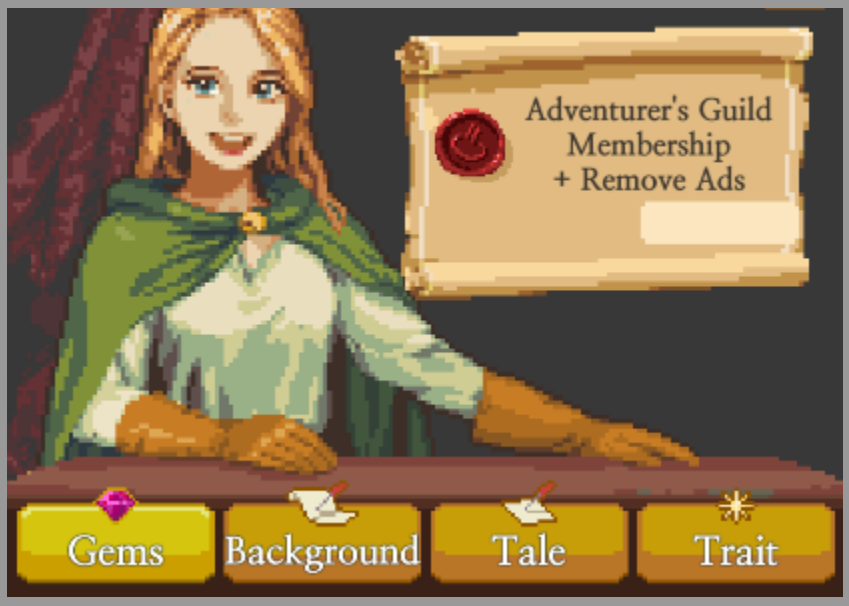
Adventurer's Dream: 1-21
Additional Epilogues: 43-46
Exiled Background: 22-42
Librarian Background: 47-65

NOTE: To make it spoiler-free, I won't be listing down the names and descriptions of items for each catalogue as well as how to obtain them here. This is so that players can enjoy the fun and thrill of having to discover things by themselves instead of being hand-held. If you're stumped and really want to find out how to get something, refer to the ***Cheat Sheet*** *at the very end of this guide!*

Store



The **Store** is where you can buy the **AGP (Adventurer's Guild Pass)**, **Backgrounds**, **Tales**, **Traits**, and more **Gems**.



Gems

Gems require real currency to purchase, but you can choose to watch as many Advertisements (5-30 seconds) as you want to earn **2 Gems** (and support the Developer as well!). There is no time or usage limit to how many Ads you can watch.

Backgrounds

Backgrounds cost **100 Gems** each and unlock a section of the **Main Epilogues**.

Tales

Each **Tale** costs **50 Gems** and unlocks a section of the **Sub Epilogues**.

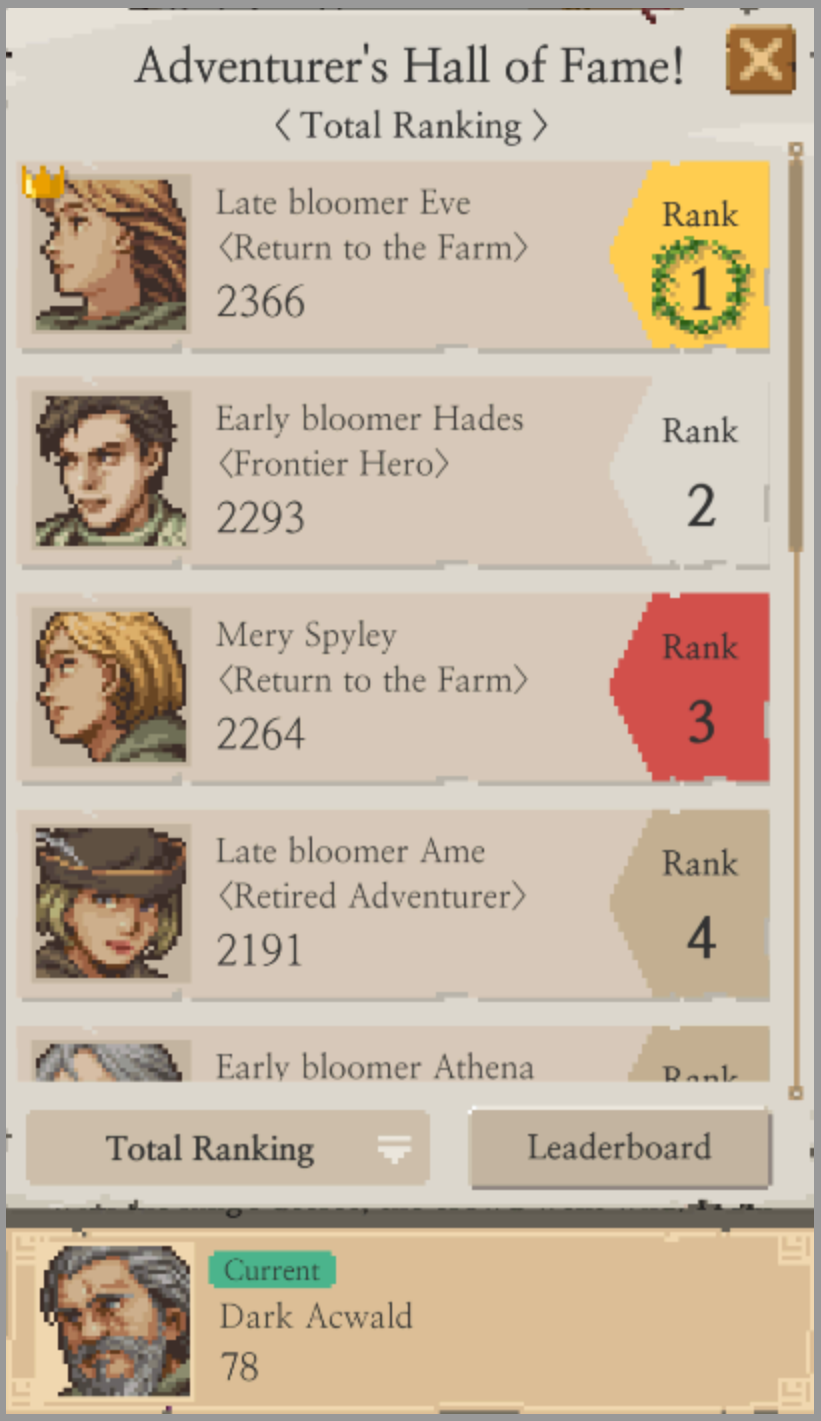
Traits

Each **Trait** costs 10 Gems.

*NOTE: All purchases are permanent. You can equip your character with any of the **Backgrounds** or **Traits** you bought via the Customisation menu (2 Gems are required to make a custom character). OR, you can pray to the RNG gods that your randomised character acquires that particular **Trait** or **Background** once generated.*

Hall of Fame

Here, you can view the rankings of your characters and what **Main Epilogue** they ended up with. You can choose to either view the total ranking, or view the ranking for a specific **Background**. The score of your current adventurer is displayed at the bottom of the screen. If you wish to view your overall ranking against other Players, you can tap on the Leaderboard button.


Adventurer's Hall of Fame!
〈 Total Ranking 〉
Late bloomer Eve
〈Return to the Farm〉
2366
Rank
1
Early bloomer Hades
〈Frontier Hero〉
2293
Rank
2
Mery Spyley
〈Return to the Farm〉
2264
Rank
3
Late bloomer Ame
〈Retired Adventurer〉
2191
Rank
4
Early bloomer Athena
Total Ranking
Leaderboard
Current
Dark Acwald
78

Inventory

Finally, we have your **Inventory**. Your **Inventory** not only displays what **Items** you have stored or equipped, it also displays your **Overall CP (Combat Power)**, as well as **Weapon Attributes**. By default, you will have **10 Inventory Slots** instead of 12.

You can view your **Weapon Attributes** by tapping on the **Scroll** icon.

Intimidating +2 Stealthy −2 Blocking +1
6
4
5
Combat Power
20
10 Gold

F2P vs Adventurer’s Guild Pass

What’s the difference between a **F2P (Free-to-play Player) Player** and an **AGP (Adventurer’s Guild Pass) Player**?

Type	Advantages	Disadvantages
F2P	**-**	**Must pay 2 Gems for a custom adventurer, Must pay 1 Gem for a second dice roll, Unable to skip battle animations, Unable to speed up battle, In-game Ads amidst adventures, Must pay Gems for each resurrection.**
AGP	**Free custom adventurer, Free second dice roll, Simulate battles (Skip animations), Can speed up battle up to 2x, Remove in-game Ads (Excluding Reward Ads), 1 Free Resurrection.**	**-**

Despite such drastic differences, **F2P players** aren’t heavily disadvantaged at all. The only downside is that **F2P players** are slower at clearing runs, but the game still gives a generous amount of **Gems**, especially when you can watch an unlimited amount of ads for **2 Gems** each.

The **AGP** is also pretty cheap. If you’re willing to spend money and support the Developers, do consider buying it!

Item Attributes

Attributes that aren't mentioned means that their uses are currently unknown. The current description of the **attributes** are their theorised effects until disproved.

Attribute	Description
Grace	**Increases chance to encounter certain events (Beggar Children), increases chances to persuade.**
Intimidation	**Decreases enemy encounters, Increases chances to threaten, etc.**
Stability	**Enables evil choices regardless of alignment(?).**
Spellcasting	**Unlocks spells for event choices, increases chance to successfully cast spells.**
Holiness	**When paired with Spellcasting, unlocks [Undead] and [Bless] spell.**
Surf	**Allows the adventurer to surf the sea.**
Flight	**Unlocks [Flight], does not require Spellcasting.**
Control the Weather	**Controls the weather during a weather event (E.g Rain event).**
Wants to be alone	**Decreases chance to encounter Love Interests**
Stealthy	**Increases chance to ambush, assassinate, steal, sneak, etc.**
Finger Protection	**Protects you from breaking a fingernail when burying a dead body, or digging up a person buried alive.**
Loved by fleas	**Unlocks the Flea event, allows you to bypass Attribute-checks from the Dog event.**
Lie detection	**Detects whether an NPC is lying (E.g Girl surrounded by bandits).**

Magic resistance	**Protects the adventurer from curses, prevents the Kraken's incarnation and prevents Halad's Geass.** **Credits:** 안녕 님 **(플루#8675)**
Warmth	**Increases chance to exit the Yeti's cave and to search the shipwreck.** **Credits:** 안녕 님 **(플루#8675)**
Blocking	**Blocks projectiles and allows for bypassing certain Attribute-checks during Enemy Encounters (E.g Goblin ambush, etc.)**

Classes and Combat Power

Now, **Classes** don't play a major role in your adventure due to the adventurer being able to switch between classes. **Starter Classes**, however, if chosen well with the right **Attributes**, will greatly help you in the Early-Game.

Here's a golden rule that will help you decide which **Class** to pick when investing in your **Attributes**:

STR - Fighter
DEX - Ranger
INT - Wizard
CHAR - Warlock

Now why is this considered a golden rule? Well that's because in **LiA**, your **Combat Power (CP)** scales to your **Attributes**.

So let's say you want to play as a **Warlock**, and you have **8AP** on **CHAR**:

Your **CP** will only be **17**, because you only invested **8AP** into **CHAR**:

However, let's say, if you invest all your points into CHAR **(Max amount of AP you can have at the beginning is 15)**:

Then you will have **22CP** as compared to the **17CP** earlier when we only had **8CHAR**:

Have you noticed how the **CP** of the Amulet has also increased?

Before:

After:

That's because, as I said before, your **CP** scales to your **Attributes**. Amulets are **CHAR-based** equipment, and investing in **CHAR** will also increase the **CP** of the Amulet.

Then what about **DA (Double-Attributed)** Equipment? You may have noticed how the **CP** of our armour has increased, but not our shield.

Before:

After:

Our armour is a **WIS-CON** equipment, and since we have increased our **8CON** and **8WIS** to **10CON** and **10WIS**, the **CP** of the armour naturally increased.

However, our shield is a **DEX-CON** equipment. Despite investing into **CON**, the **CP** of the shield didn't increase.

Well that's because your **DEX** is too low to increase the **CP** of the shield. But does that make it necessary to increase two **attributes** just to increase your equipment **CP**? The answer is: **No**.

You only need to increase one of the attributes to get higher **CP**. But you may be wondering, why doesn't it work on the shield despite investing in **CON**? Well, let me introduce you to what I call: **Dominant Attributes**. **DOM** for short.

Out of the two **attributes**, one of them increases the equipment **CP** the most, and this is the **DOM**. The **attribute** on the left is always the **DOM**. So in order to increase your shield's **CP**, invest in **DEX** instead of **CON**.

But then wouldn't that make it so you have to spend your **AP** on all the **attributes**? **No**.

That means, all you have to do to get as much **CP** as possible without having to spread your **AP** too much, is to choose and buy your equipment based on the **attributes** you invest in *only*. With that, you will have to learn which equipment has which **attributes** and which **attribute** is the **DOM**.

For example: As Warlocks are **CHAR-based**, players who invest in **CHAR** will always aim for Amulets and the Conqueror's Golden Armour (**CON-CHA**) as it is the only **CHAR-based** armour in the game.

However, some items are better off not investing in as their **CP**, regardless of investing in their **DOM**, will not have a significant difference from when you invest in its **weaker attribute**.

Of course, players don't only choose their equipment based on **Character Attributes**. Some players choose their equipment based on their **playstyle** (E.g Stealth), or on what **Item Attributes** they wish to have (E.g Want extra spells? Get +4 Spellcasting and/or Spellcasting + Holiness). **LiA** is all about having fun and making it *your* adventure, so choose what you want to your heart's content!

Tips and Tricks

Here are some useful tips and tricks that may help you in your adventures!

EXP Fasting

EXP fasting is basically choosing every possible choice there is that allows you to avoid/run from combat and events that give you **EXP**. Since **LiA's** events are based on RNG and Luck, **EXP Fasting** is the best possible method to help you in not only efficient progression (Getting higher stats by encountering more merchants that sell Elixirs, Potions, etc.), but also helping you to encounter the events that you want.

EXP Fasting is especially useful in helping you to grow your familiars (**Baby Griffin** and **Red Chick**). The familiars mentioned require *NO CONDITIONS* whatsoever, and takes time as well as luck to grow into their adult forms.

Scum saving/Save scumming

If you don't know what this is, it basically means **reverting back to an old save file to prevent bad things from happening**. How **Scum saving/Save scumming** works is that you go to your options and press the '**Save Data**' button just before you make a choice that may affect your adventure drastically. If you don't get the result you want, all you have to do is press '**Load Data**', and keep repeating the steps until you get what you want. However, **LiA** has a system where if you load your data for more than 2 times **(It says 3 times, but the limit is actually 2)**, your overall points at the end of the adventure won't be recorded. If you wish for your points to be saved, here's a few things you need to know:

1. **LiA** doesn't count the amount of times you load in.
2. **LiA** only counts the amount of times you load *AFTER* you save.

What this means is that, if you save once and press load, that is counted as 1. If you continue to load without saving, the counter will still remain as 1. However, if you save another time and load, the counter will go up to 2. Just make sure you plan your saves properly if you plan to **Scum save/Save scum** and have your score recorded by the end.

Rope

Miscellaneous items like the Rope, Lantern, Pickaxe, etc. can be more helpful than you think. Especially the **Rope**. There are a lot of things that you can do with the **Rope**, and that includes

bypassing certain stat-checks. Here's a list of things you can do with it (Credits to 플루 님 - 플루#8675):

1. Overpower the Wyvern in the Librarian Background.
2. Choke the Elf Commander in the Adventurer's Background.
3. Save the drowning woman (Bypass with +1 Spellcasting).
4. Assist you when getting the Bloodied Bronze Chalice.
5. Use it to get the Tavern Owner's Key.
6. Use it to help the Sailors.
7. Trip the Griffin with a rope in the Adventurer's Background (Yeppi's encounter).

Siren

If you have at least **14 WIS**, you will gain **+1 SP** instead of **-1 SP**.

Love Interests

As of the latest update, there are currently **5 Love Interests** in the game: **Majet**, **Irelle (Adventurer's Dream Background)**, **Rome (Vampire)**, **Benjamin (Vengeful Tale)**, and **Esit (Librarian's Background)**.

Irelle: High CHAR, Good alignment, Must side with the Elves, Silver Ring
Majet: High CHAR, Silver Ring (Optional)
Rome: High CHAR, ~12 WIS, High INT, Female Adventurer
Esit: Help Esit get her freedom, Male Adventurer
Benjamin: High CON OR High INT, Female Adventurer

Relic Girl

The **Relic Girl** is a person that approaches the player, asking for **2 Gems** in exchange for a past adventurer's relic. The past adventurer's relic actually comes from the equipment you had in your most recent run. Let's say you had: **The Eye of Dawn**, and **Wings of Heaven** in your previous run. Based on **RNG**, you will get either one of the two equipment. Unfortunately, **Savescumming/Scumsaving** for the equipment you want does NOT work. The relic the girl gives is fixed until your next encounter with her.

Best Items for Each Attribute

This list was made in consideration of the item's **CP**, *NOT* **PV (Property Value)**. The order goes from **left (strongest)** to **right (weakest)**.

PV (Property Value): The value of an item based on their gold value, difficulty obtained, and **CP**.

Legend: TH (Two-Handed), OH (One-Handed), OFH (Off-Hand - Magic Item/Shield)

STR (Strength)
Weapons - Shaking Thing (TH), Mjolnir (OH), Great Sword in The Wood/The Wound (TH)
Armour - Blessing of Menrva

Ideal Setup - Shaking Thing, Blessing of Menrva

DEX (Dexterity)
Weapons - Awakened Carnwennan (OH), Galgano's Sword (OH), The Answerer (OH), The Lone Sniper/Vijaya (TH)
Armour - The Shadow

Ideal Setup - Awakened Carnwennan, The Shadow, Awakened Carnwennan

INT (Intelligence)
Weapons - Mistilteinn (OH), The Eye of Dawn (TH), BBT's Firestick(OH), Platinum Staff (TH)
Armour - Wings of Heaven

Ideal Setup - Mistilteinn, Wings of Heaven, Mistilteinn

CHAR (Charisma)
Weapons - Young Griffin (OH), Lemegeton Amulet (OH), Lord's Amulet (OH)
Armour - Conqueror's Golden Armour

Ideal Setup - Young Griffin, Conqueror's Golden Armour, Young Griffin

CON (Constitution)
Weapons - Adamantine Spiked Gauntlets (OH), Prydwen (OFH)
Armour - Cira's Armour

Ideal Setup - Adamantine Spiked Gauntlets, Cira's Armour, Prydwen

WIS (Wisdom)
Weapons - Frozen Heart (OH), Mjolnir (OH)

Armour - Wings of Heaven

Ideal Setup - Mjolnir, Wings of Heaven, Frozen Heart

Events

WARNING: This section contains spoilers to the game!

There are 4 types of **events** (Does not include **Shop Events**):

Type	Description
Enemy Encounter	**Enemies you encounter that only give 1EXP and a small amount of gold.**
Random Event	**Events that give 1-2EXP and/or stacks of EXP as well as a medium amount of gold. (Includes slightly stronger enemies if necessary)** **May affect alignment.**
Major Event	**NOT to be confused with Main Events.** **Events that give 2-3EXP and/or stacks of EXP as well as a large amount of gold. (Includes stronger enemies if necessary.)** **May affect alignment.** **May give possible Sub Epilogues.**
Main Event	**Events that occur depending on the Adventurer's background and give possible Main Epilogues.**

There are too many **Enemy Encounters** and **Random Events** to count, so we will only be covering some of the *relevant* **Major and Main Events** (with an *exception* of some **Random Events**):

NOTE: Most, if not all events for purchased tales can be found in the Cheat Sheet since they lead to sub-epilogues.

Random Events

[Puppet Show]

You run into a tiny dwarf who is showing off his tiny golems to the children.

Choices	Additional Choices	Additional	Additional	Rewards

		Choices 2	Choices 3	
1. Watch his puppet show 2. Make me one of those golems 3. Leave	- 2. Give him gold (300 Gold + Golem Operation Core), Give him copper (3 Copper Ore), Give him mythril (2 Mythril Chunks + Golem Operation Core OR 3 Mythril Chunks), I don't have anything -	-	-	1. +1 EXP, +1 SP, -5 Gold 2. Golden Tiny Golem (CHA-WIS), Copper Tiny Golem (CHA-WIS), Mythril Tiny Golem (CHA-WIS). 3. None

[Brainwashed Farmers]

"Which… divine… Do you believe in?"

Choices	Additional Choices	Additional Choices 2	Additional Choices 3	Rewards
1. Uh… halad? 2. I don't believe in anyone 3. Name a random Divine	1. Pray, Don't Pray 2. Pray, Don't Pray, CONDITIONS: High INT Disenchant them -	Pray -> Get Baptised, Push his hands away, Don't Pray -> Explain, I'm not sure myself	Push his hands away -> Explain, I'm not sure myself	Get Baptised -> -1 INT, -1 WIS Push his hands away -> +1 EXP (Victory), +15 Gold (Victory) Explain -> +1 HP, +1 SP I'm not sure myself -> None Disenchant them -> +1 EXP (Victory), +15 Gold (Victory) 3. 1st Battle: +1

				EXP (Victory), +8 Gold (Victory) **2nd Battle: +1 EXP (Victory), +15 Gold (Victory)**

[Atard Tidet]

'One day, the gates of hell opened up in one of the Mythril mines. A mighty demon crawled out of it. We had no choice but to flee. Please help us drive him back to hell.'

Choices	**Additional Choices**	**Additional Choices 2**	**Additional Choices 3**	**Rewards**
1. Go help **2. Don't bother**	**-**	**-**	**-**	**1. Refer to the next section** **2. None**
1. How much does it pay? **2. Tell me where the mine is**	**1. Tell me where the mine is** **2. Hide and Wait,** **Ambush,** **Face it**	**-** **2. What are you talking about?,** **Attack,** **Bring me your boss!**	**-** **2. <u>CONDITIONS: High CHAR + Enter the crack (Don't accept Atard Tidet)</u>** **What are you talking about? -> Deal,** **Kill it,** **Threaten it**	**Hide and Wait -> None (Success)** **Ambush -> ↓Enemy CP (Success), +2 EXP (Victory), +31 Gold (Victory)** **Face it -> ↓Enemy CP (Success), +2 EXP (Victory), +31 Gold (Victory)** **Attack -> 1st Battle: None, 2nd Battle: +1 EXP (Victory), +95 Gold (Victory)** **Kill it -> +1 EXP (Victory), +95 Gold (Victory)** **What are you talking about? ->**

				+1 EXP (Victory), +42 Gold (Victory) **After defeating Balor -> Answerer, +2 EXP** **For Deal and Threaten it, refer to the next section**
1. Deal -> Kill it, **Split the mythril** **2. Threaten it -> Deal,** **Kill it**	**2. Deal -> Kill it,** **Split the mythril**	**-**	**-**	**Kill it -> +1 EXP (Victory), +95 Gold (Victory)** **Split the mythril (Unsuccessful Threaten)-> Mythril Piece, +1 EXP** **Split the mythril (Successful Threaten)-> Mythril Chunk, +1 EXP**

[Labyrinth]

"This here is a maze. Would you like to lend your body to the mischief of the deities? At the end of the maze, there is everything, such as glory and shame, life and death, even opportunity and despair."

Choices	**Additional Choices**	**Additional Choices 2**	**Additional Choices 3**	**Rewards**
1. Participate **2. Don't participate**	**1. Open the left door,** **Open the right door** **-**	**-**	**-**	**1. Refer to (Elemental), (Path), OR (Death Knight) section depending on the result** **2. +1 EXP**

(Elemental) 1. Fight! 2. Run away	1. Lose -> Refer to (Death Knight) Win -> Refer to (Manticore + Gorgon) -	-	-	None
(Path) 1. The painful but short path 2. The long but easy path	1. Refer to (Elemental) OR (Death Knight) section 2. Refer to (Manticore + Gorgon) section	-	-	None
(Death Knight) 1. Fight! 2. Run away	1. <u>CONDITIONS: Victory</u> Open the left door, Open the right door <u>CONDITIONS: Fail</u> Cross the bridge, Flight (+1 Spellcasting OR +1 Flight), Magic: Teleport (+1 Spellcasting, +1 Flight) -	Open the left door -> March forward, Run away, Magic: Undead (+1 Spellcasting, +1 Holiness) Open the right door -> Let's fight! Run away, How about a rodeo? Cross the bridge -> March forward, Run away, Magic: Undead (+1 Spellcasting, +1 Holiness) OR Let's fight!	March forward/Magic: Undead -> Get close, Run Away, Magic: Water Spear (+1 Spellcasting)	Win against Red Dragon -> +1 EXP (Victory), +240 Gold (Victory), Great Sword In The Wood (STR-DEX), +1 EXP Lose against the Red Dragon -> +1 EXP, +100 Gold Win against the Gorgon -> +1 EXP (Victory, +92 Gold (Victory), The Maze's Elixir Fail rodeo -> +1 EXP, +100 Gold

		Run away, **How about a rodeo?**		
(Manticore + Gorgon) **1. Drink from the fountain,** **Do not drink from the fountain** **OR** **2. Come at me, you ugly thing!** **Run away,** **Persuade**	**1. Come at me!** **Any chance of talking through this?** **Run away** **2. Win against the troll -> Two,** **Three,** **Four,** **Five**	**-** **Four -> I'll beat you down!** **Run away,** **How about a rodeo?**	**-**	**Win against the Manticore -> +1 EXP, +55 Gold, +150 Gold** **Win against the Gorgon -> +1 EXP (Victory, +92 Gold (Victory), The Maze's Elixir** **Fail the rodeo -> +1 EXP, +100 Gold** **Drink from the fountain -> -1 SP OR +1 SP**

[Old Hag's Cards]

[Credits to 셰류 님 (ㅜㅜ#6638)]

Choices	Additional Choices	Additional Choices 2	Additional Choices 3	Rewards
1. Happiness **2. Achievement** **3. Victory**	**1. Money,** **Honour,** **Love** **2. Effort,** **Luck,** **Money** **3. Effort,** **Money and Connections,**	**1. Money -> Work hard,** **Aim for a quick buck** **Honour -> Punish the wicked** **Love -> Attractiveness,** **The right person** **2. Effort -> Yes,**	**-**	**Money** **Work hard -> Chariot (+1 STR, -1 INT)** **Aim for a quick buck -> Clown (+1 DEX, -1 WIS)** **Honour** **Punish the wicked -> Emperor (+1 CHAR, -1 WIS)** **Love** **Attractiveness -> Priestess (+1 CHAR, -1 INT)**

	Means and Methods	**No** **Luck -> For those who are ready,** **What will happen will happen** **Money -> Work hard,** **Aim for a quick buck** **3. Effort -> Yes,** **No** **Money and Connections -> That's right,** **That's not it** **Means and Methods -> Of course,** **Not necessarily**		**The right person -> Pope (+1 INT, -1 STR)** **<u>Effort</u>** **Yes -> Hermit (+1 WIS, -1 DEX)** **No -> Hanged Man (+1 CON, -1 WIS)** **<u>Luck</u>** **For those who are ready -> Strength (+1 STR, -1 WIS)** **What will happen will happen -> Wheel (+1 WIS, -1 CON)** **<u>Money and Connections</u>** **That's right -> Devil (+1 INT, -1 DEX)** **That's not it -> Star (+1 CHAR, -1 CON)** **<u>Means and Methods</u>** **Of course -> Chariot (+1 STR, -1 INT)** **Not necessarily -> Moon (+1 CHAR, -1 INT)** ***NOTE: If you do not have moral/good alignment, you will not be able to see the Pope card.***

<u>Major Events</u>

[Tomb of Ashen Grief]

You listen to three wanderers having a conversation.

Choices	Additional Choices	Additional Choices 2	Additional Choices 3	Rewards
1. Ask if you can join them 2. Look for it yourself 3. Tomb of Ashen Grief?	1. Show them your Strength, Show them your Speed, Reason with him, Leave - 3. Ask if you can join them, Look for it yourself	1. CONDITIONS: Fail the stat-check Search Alone, Give up	-	Carnwennan (DEX), +300 Gold, +3 EXP OR Carnwennan (DEX), +3 EXP OR +200 Gold, +3 EXP Leave -> None Give up -> None

[Majet's Encounter]

You come across a broken stagecoach surrounded by a few mangled horse corpses and dead armoured soldiers.

Choices	Additional Choices	Additional Choices 2	Additional Choices 3	Rewards
1. Track human footprints 2. Track monster footprints 3. Ignore the scene	1. What happened?, Release her, Arrest her, - -	1. CONDITIONS: Victory Release her -> Ask for more info, Demand Rewards	-	Release her -> +1 EXP (Victory), +28 Gold (Victory) Ask for more info -> None Demand Rewards -> Wyvern Orb (+1 CON), +2 EXP Arrest her -> +20 Gold, +2 EXP, Refer to (Execution) 2. +1 EXP

				(Victory), +28 Gold (Victory) **OR** **None** **3. None**
(Release her) **1. Accept** **2. Refuse**	**-**	**-**	**-**	**1. Refer to [Spider Woman]** **2. None**
(Execution) **1. Watch** **2. Walk Past** **3. Save them**	**-** **-** **3. You don't deserve death,** **…**	**-**	**-**	**1. None** **2. None** **3. +1 EXP (Victory), +20 Gold (Victory), +2 EXP**

[Spider Woman]

"I found someone who saw the Spider Woman firsthand. Her name's Anna."

Choices	**Additional Choices**	**Additional Choices 2**	**Additional Choices 3**	**Rewards**
1. Stop crying! **1. Calm down**	**1. Fight,** **Threaten it,** **Hide behind Majet** **2. Same as 1.**	**Mention the rumour,** **Ask what happened,** **Bring him back**	**Mention the rumour -> Bring him back,** **Respect his choice**	**Refer to the next section** **Calm down -> -1 SP** **Threaten it (Success) -> +1 EXP, Refer to the next section** **Threaten it (Fail) -> ↑Enemy CP, +1 EXP (Victory), + Gold (Victory)**

				Respect his choice -> +2 EXP
1. <u>CONDITIONS: High INT</u> Reason with her 2. Fight	Reason with her (Fail) -> Fight Reason with her (Success) -> Demand Rewards, Comfort her, Leave	-	-	Demand Rewards -> Silver Ring, +3 EXP Comfort her -> Silver Ring, +30 Gold, +3 EXP Leave -> None Fight -> Refer to (Victory) OR (Failure), +1 EXP (Victory), +0 Gold (Victory)
(Victory) 1. Take Johnny 2. Leave Johnny	Take Johnny (Fail) -> Refer to (Continue)	-	-	1. Take Johnny -> +1 EXP (Victory), +70 Gold (Victory), +3 EXP, +30 Gold 2. +3 EXP
(Failure)	-	-	-	+3 EXP
(Continue) 1. Kill her 2. Take Johnny 3. Leave them be	- - 3. Do as he wishes, Johnny has to stay	Johnny has to stay -> It's true love, It's for Anna, No particular reason	-	Kill her -> +3 EXP, +30 Gold Take Johnny -> +3 EXP, +30 Gold Do as he wishes -> +3 EXP, +30 Gold It's true love -> +3 EXP It's for Anna -> +3 EXP

				No particular reason -> +3 EXP

[Mansion]

“Please put an end to the nightly battles that happen in my garden. I would gladly hand over my family heirloom to anyone who does.”

Choices	Additional Choices	Additional Choices 2	Additional Choices 3	Rewards
1. Take the job **2. Don’t take it**	**-**	**-**	**-**	**1. Conqueror’s Golden Armour (CON-CHAR), +4 EXP** **OR** **+400 Gold, +4 EXP** **OR** **Golem Operation Core (Success), Lord’s Amulet (CHAR), +3 EXP (Success), +200 Gold (Success)**

Main Events

Adventurer’s Dream

[Unclaimed Territories]

You read a recruitment flyer for Pioneers on the city noticeboard. *(Occurs at ~12 EXP)*

Choices	Additional Choices	Additional Choices 2	Additional Choices 3	Rewards
1. Apply **2. Leave**	**-**	**-**	**-**	**1. Refer to the next section** **2. None**
1. Ask to be let through **2. Look for another way**	**2. Run away**	**-**	**-**	**1. +1 EXP (Victory), +77 Gold (Victory), Health Potion** **2. (Fail) +1 EXP, Health Potion** **(Success) +1 EXP (Victory), +77 Gold (Victory), Health Potion**

[Northern Frontline]

One day, a messenger comes hastily on horseback. He hands you a scroll with the royal seal on it. It speaks of an armed conflict between elves and pioneers in the northern frontier beyond the Atilante Mountains. The kingdom is drafting troops to assist the pioneers. *(Occurs at ~45 EXP)*

Choices	Additional Choices	Additional Choices 2	Additional Choices 3	Rewards
1. Head for the northern frontier **2. Don't head for the northern frontier**	**-**	**-**	**-**	**+1 EXP**

Cheat Sheet

WARNING: This section contains spoilers to the game as it covers every main and sub epilogue, item and monster catalogue, as well as how to obtain them!

NOTE: There can be more than 1 method to obtain a particular epilogue, but I'm not gonna list down every possible method and only write what I can remember.

Adventurer's Dream

Main Epilogue

Main Epilogue	How to obtain
1. <Dead for Nothing>	Die with Evil Alignment at less than 35EXP.
2. <End of a Bully>	Die with Evil Alignment between 35-80EXP.
3. <A Celebrated Death>	Die with Evil Alignment with more than or equals to 80EXP.
4. <Like Every Other Death>	Die with Neutral Alignment at less than 35EXP.
5. <Like Every Other Death>	Die with Neutral Alignment between 35-80EXP.
6. <Famous Adventurer>	Die with Neutral Alignment with more than or equals to 80EXP.

7. <Remembered>	**Die with Good Alignment at less than 35EXP.**
8. <Friendly Neighbourhood Adventurer>	**Die with Good Alignment between 35-80EXP.**
9. <Heroic Memories>	**Die with Good Alignment with more than or equals to 80EXP.**
10. <Frontier Hero>	**1. Don't accept the [Unclaimed Territories] event, Go to the [Northern Frontline], Suggest a different plan to Count Jimradi, Accept the [Centurion] event and win the battles, Ask to be given a chance, say 'Follow Me' and win the battle/Win the battle after bypassing the cavalry.** **OR** **2. Accept the [Unclaimed Territories] event, side with the pioneers, kill or spare Irelle, defeat Irelle or, if you spared him, the Elf General and the Elf Soldier.**
11. <Retired Adventurer>	**Don't accept the [Unclaimed Territories] event, go to the [Northern Frontline], Agree to Count Jimradi's first order, Defeat the Elf Commander, refuse his next order, choose to run away, choose to run with the others.**
12. <Elven Diplomat>	**Accept the [Unclaimed Territories] event, side with the pioneers, beat Irelle and accept the elves' peace treaty.**
13. <Return to the Farm>	**1. Don't accept the [Unclaimed Territories] event, go to the [Northern Frontline], accept Count Jimradi's first order, slay/capture the Elf Commander, Accept Count Jimradi's second order, lose a battle.** **OR** **2. Don't accept the [Unclaimed Territories] event, go to the**

	[Northern Frontline], accept Count Jimradi's first order, lose the battle, ask to be given another chance, lose the battle.
14. <Guardian of the Elves>	**Accept the [Unclaimed Territories] event, help Irelle with the attack to the pioneer's camp and succeed.**
15. <With the Elves>	**Accept the [Unclaimed Territories] event, help Irelle with the attack to the pioneer's camp and lose to the Skilled Adventurer.**
16. <After the Execution>	**Don't accept the [Unclaimed Territories] event, go to the [Northern Frontline], suggest a different plan to Count Jimradi's, accept the [Centurion] event, choose to run away, lose the battle to the Executioner.**
17. <Fugitive>	**Don't accept the [Unclaimed Territories] event, go to the [Northern Frontline], accept Count Jimradi's first order, lose all the battles, choose to run away, Surprise the horse or win against the Executioner.**
18. <Exile>	**Don't accept the [Unclaimed Territories] event, don't go to the [Northern Frontline], choose to run away OR attack the guard and win.**
19. <Elvish Execution>	**1. Don't accept the [Unclaimed Territories] event, go to the [Northern Frontline], Suggest a different plan to Count Jimradi, accept the [Centurion] event, beat the first Elf, lose to the Elven Legion.** **OR** **2. Don't accept the [Unclaimed Territories] event, go to the [Northern Frontline], accept Count Jimradi's first order, lose all the battles, ask to be given a chance, say 'follow me', lose the battle.**
20. <Model Knight?>	**Don't accept the [Unclaimed Territories] event, go to the [Northern Frontline], accept Count Jimradi's first order, win all**

	the battles, accept Count Jimradi's second order, win the battle.
21. <Martyr>	**Don't accept the [Unclaimed Territories] event, go to the [Northern Frontline], accept Count Jimradi's first order, win all the battles, refuse his next order, propose a duel/remain silent, lose the battle, choose to die with honour.**

Additional Epilogue

Additional Epilogue	**How to obtain**
43. <Elvish Execution, and…>	**Marry Majet, do the steps to obtain <Elvish Execution>**
44. <Martyrdom, and…>	**Marry Majet, do the steps to obtain <Martyr>**
45. <A member of the Elf royal family>	**CONDITION(S): Have a silver ring, have high CHAR, have good alignment.** **Accept the [Unclaimed Territories] event, side with the Elves, choose 'I don't have much...', Select 'Offer help… and yourself'**
46. <Severe cost>	**Don't accept the [Unclaimed Territories] event, don't go to the [Northern Frontline], attack the guard and lose the battle.**

Sub Epilogue

Sub Epilogue	**How to obtain**
1. <The Spider woman, Johnny and Anna>	**CONDITION(S): High INT and/or Luck** **Do [Majet's Encounter], accept her offer to do the [Spider Woman] event, calm/tell Anna to stop crying, threaten/fight the spider, take Johnny away, choose to reason with her.**
2. <Anna's death>	**Do [Majet's Encounter], accept her offer to do the [Spider Woman] event, calm/tell Anna to stop crying, threaten/fight the spider, win against Aranea's human form,**

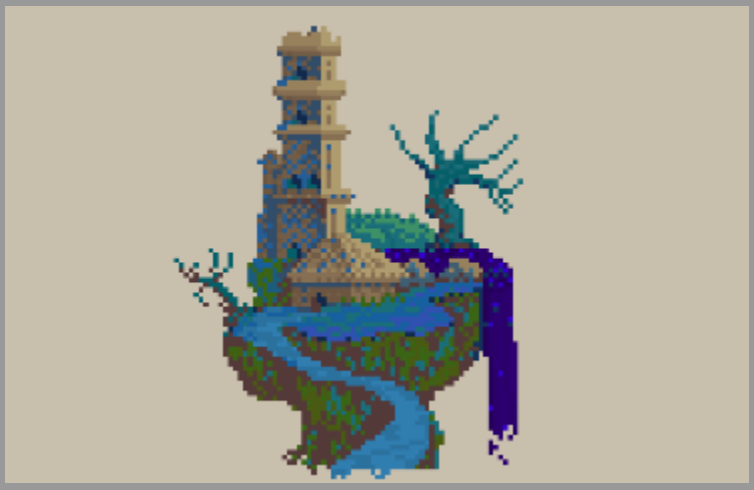
	leave them alone.
3. <Lovers reconnected>	**1. Do [Majet's Encounter], accept her offer to do the [Spider Woman] event, calm/tell Anna to stop crying, threaten/fight the spider, take Johnny away, win against her human form, take Johnny away again, win against the Spider Woman.** **OR** **2. Do [Majet's Encounter], accept her offer to do the [Spider Woman] event, calm/tell Anna to stop crying, threaten/fight the spider, take Johnny away, win against her human form, take Johnny away again, lose against the Spider Woman, kill her.**
4. <Revenge of the Spider Woman>	**Do [Majet's Encounter], accept her offer to do the [Spider Woman] event, calm/tell Anna to stop crying, threaten/fight the spider, take Johnny away, win against her human form, take Johnny away again, lose against the Spider Woman, take Johnny away OR leave them be and take Johnny as hostage.**
5. <Johnny goes missing>	**Do [Majet's Encounter], accept her offer to do the [Spider Woman] event, calm/tell Anna to stop crying, threaten/fight the spider, take Johnny away, win against her human form, take Johnny away again, lose against the Spider Woman, leave them be, don't take Johnny as hostage, say 'It's for Anna's good'.**
6. <The silence of a mansion>	**1. Accept the [Mansion] event, inspect the garden, choose to look for a solution, head for the priest, threaten him/look for the amulet, if you look for the amulet -> hand over the amulet, pick any of the rewards.** **OR**

	2. Accept the [Mansion] event, inspect the garden, listen to their story, help the commander and win the battle, pick any of the rewards.
7. <The ongoing war of wraiths>	**<u>CONDITIONS: High INT</u> Accept the [Mansion] event, inspect the garden, look for a solution, don't hand the amulet to the priest, head to the agency and successfully convince the agent.**
8. <The solution is to avoid>	**<u>CONDITIONS: High INT</u> Accept the [Mansion] event, inspect the garden, look for a solution, head for the agency, reason with the agent. *NOTE: Under any circumstances, DO NOT head to the priest. You will get sub 7 instead.***
9. <Endless war and the death of an old man>	**Accept the [Mansion] event, inspect the garden, look for a solution, head for the priest, look for the amulet, don’t hand it over, head to the agency, beat the agent up and lose the battle.**
10. <Revenge of agent>	**Accept the [Mansion] event, inspect the garden, look for a solution, head for the agency, beat him up and win the battle.**
11. <The result of a clumsy solution>	**Accept the [Mansion] event, inspect the garden, attack the commander and win.**
12. <A brief lover>	**<u>CONDITIONS: 12+ CHAR</u> Do [Majet’s Encounter], during the tavern section choose for something else, choose for something more intimate, during the marriage section, don’t choose to propose.**
13. <A hunter friend>	**<u>CONDITIONS: 12+ CHAR</u> Do [Majet’s Encounter], during the tavern section choose for something else, choose for something more intimate, during the marriage section, propose to her and fail.**

14. <Baron Enard>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, don't save Volga in any/either of the choices, sacrifice enard.**
15. <Nisil's Return Home>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, don't save Volga in any/either of the choices, sacrifice nisil.**
16. <Enard and Nisil>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, don't save Volga in any/either of the choices, sacrifice yourself and take the treasure.**
17. <Volga the Dragon Slayer>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, cut the vines, save Volga, accept Volga's request to hunt the White Dragon, win against/persuade the Frost Giant, win against the White Dragon.**
18. <Volga, Enard and Nisil>	**<u>CONDITIONS: High WIS</u> Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, cut the vines, save Volga, accept Volga's request to hunt the White Dragon, ask the Frost Giant 'Why the long face?', if asked -> choose to defeat the White Dragon, win the battle.**
19. <Unexpected Wealth>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, don't save Volga in any/either of the choices, sacrifice yourself, split the treasure, agree to Enard's request to raid, win the first battle, betray Enard and lose, win the next battle.**
20. <Cecil's Army>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, don't save Volga in any/either of the choices, sacrifice yourself, split the treasure, agree to Enard's request to raid, win the battle, betray Enard, beat Enard.**
21. <Merchant of Death>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, don't save Volga in any/either of the choices, sacrifice yourself, split the treasure, agree**

	to Enard's request to raid, win the first battle, betray Enard and lose, lose the next battle, defeat the Hassassin, spare Enard.
22. <Thief's End>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, don't save Volga in any/either of the choices, sacrifice yourself, split the treasure, agree to Enard's request to raid, win the first battle, don't betray Enard, lose the next battle.**
23. <Finders Keepers>	**Encounter the [Tomb of Ashen Grief] event, look for and complete the tomb yourself.**
24. <Sloppy Dragon Hunting>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, cut the vines, save Volga, decline Volga's request to hunt the White Dragon.**
25. <Broken Spirits>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, cut the vines, save Volga, accept Volga's request to hunt the White Dragon, lose to the Frost Giant.**
26. <Cecil's End>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, don't save Volga in any/either of the choices, sacrifice yourself, split the treasure, agree to Enard's request to raid, win the first battle, don't betray Enard, win the next battle.**
27. <White Dragon's Winter Snack>	**Encounter the [Tomb of Ashen Grief] event, ask to join and succeed, cut the vines, save Volga, accept Volga's request to hunt the White Dragon, win against OR persuade OR help the Frost Giant, lose against the White Dragon.**
28. <Majet's Love>	**<u>CONDITIONS: High CHAR</u> Do [Majet's Encounter], during the tavern section choose for something else, choose for something more intimate, during the marriage section, propose to her and succeed.**

An Exiled Apprentice



Main Epilogue

Main Epilogue	How to obtain
22. <My Life for Halad>	1. Don't become Terria's disciple, choose to handle it yourself and discard/sell the rat professor, don't get the Daily Kim's Tongue, disenchant the people, succeed the stat-check/win against the zealot and get information out of them, hand the zealot over, don't go to the tower until your progress bar reaches the end, dispose of the scholars, disenchant the Gargoyle, enter the secret room, lose against Halad. OR 2. Lose to the Ice Golem. Note: The order/type of choices made don't matter as long as you lose to Halad OR the Ice Golem. (MAKE SURE you don't have the Daily Kim's Tongue, Terria's help, OR even the rat professor's help)
23. <Into dust>	CONDITIONS: High WIS + Evil alignment

	Don’t become Terria’s disciple, choose to handle it yourself and discard/sell the rat professor, don’t get the Daily Kim's Tongue, disenchant the people, succeed the stat-check/win against the zealot and get information out of them, hand the zealot over, don’t go to the tower until your progress bar reaches the end, dispose of the scholars, disenchant the Gargoyle, enter the secret room, search the body, say that the robe is nice, lose against Halad. ***NOTE: Halad turning you into dust depends on RNG. It is HIGHLY recommended to scumsave/savescum before the battle.***
24. <Resistance>	**Meet the rat professor and choose to handle it alone, disenchant the scholars, enter the secret room to bypass the Ice Golem, lose to Halad.**
25. <What Remains of the Tower>	**(Free the old woman) Become Terria’s disciple, choose to help the rat professor and don’t hand him over, disenchant the scholars, climb up to Halad and lose to her.**
26. <Demigod>	**<u>CONDITIONS: Good alignment</u>** **Meet the rat professor and choose to handle it alone, choose to dispose of the scholars, disenchant/win against the Gargoyle, enter the secret room, read the diary, climb up, choose to save Halad, win against Halad, absorb the book, choose ‘There’s another way’.** ***NOTE: Being Terria’s disciple doesn’t matter, just make sure she doesn’t help you in the tower.***
27. <President Swarm>	**(Free the old woman) Become Terria’s disciple, choose to handle it yourself and discard/sell the rat professor, go to the tower, dispose of the scholars, disenchant the Gargoyle, enter the secret room, win against Halad, rip the book.**

28. <Restoration>	**Don’t get Terria’s help, don’t get the rat professor’s help, disenchant the Scholars, win the rest of the battles.**
29. <Body-snatched>	**Don’t become Terria’s disciple, choose to handle it yourself and discard/sell the rat professor, go into the cave of the singing herbalist, pass all the traps and get the Daily Kim's Tongue by passing its test, disenchant the people, succeed the stat-check/win against the zealot and get information out of them, hand the zealot over, don’t go to the tower until your progress bar reaches the end, dispose of the scholars, disenchant the Gargoyle, enter the secret room, lose against Halad, smack her wand/punch her, absorb the book, lose against the Evil Brain.**
30. <Eye for an Eye>	**1. Win against Halad and banish her.** **OR** **2. Do the same steps as sub 25.**
31. <Divine Punishment>	**1. Don’t become Terria’s disciple, choose to handle it yourself and discard/sell the rat professor, go into the cave of the singing herbalist, pass all the traps and get the Daily Kim's Tongue by passing its test, disenchant the people, succeed the stat-check/win against the zealot and get information out of them, hand the zealot over, don’t go to the tower until your progress bar reaches the end, dispose of the scholars, disenchant the Gargoyle, enter the secret room, lose against Halad, smack her wand/punch her, absorb the book, win against the Evil Brain.** **OR** **<u>CONDITIONS: Good alignment</u>** **1. Meet the rat professor and choose to handle it alone, choose to dispose of the scholars, disenchant/win against the**

	Gargoyle, enter the secret room, read the diary, climb up, choose to save Halad, win against Halad, absorb the book, banish Halad.
32. <Honorary Professor>	**1. (Free the old woman) Become Terria's disciple, hand over the rat professor, go to the tower and disenchant the scholars, disenchant/fail to disenchant the Gargoyle, win against Halad.** **OR** **2. Don't become Terria's disciple, get the rat professor's help, go to the tower and disenchant the scholars, win against Halad.**
33. <Justice Served>	**(Free the old woman) Become Terria's disciple, get the rat professor's help and don't hand him over/persuade Terria to turn him back, disenchant the scholars/give the scholars physical therapy, beat/disenchant the Gargoyle, climb up to the end, win against Halad and banish her.**
34. <Fruit of Forgiveness>	**<u>CONDITIONS: Good alignment + High INT</u>** **1. (Free the old woman) Become Terria's disciple, get the rat professor's help and don't hand him over/persuade Terria to turn him back, fail to disenchant the scholars/give the scholars physical therapy, beat/disenchant the Gargoyle, enter the secret room and read the diary, choose to save Halad, win against her, forgive her, persuade Flu.** **OR** **<u>CONDITIONS: Good alignment</u>** **2. (Free the old woman) Become Terria's disciple, meet the rat professor and choose to handle it yourself, don't hand him**

	over/persuade Terria to turn him back, fail to disenchant the scholars/give the scholars physical therapy, beat/disenchant the Gargoyle, enter the secret room and read the diary, choose to save Halad, win against her, rip the book, forgive her.
35. <I Forgive Thee>	**<u>CONDITIONS: Good alignment</u> Meet the rat professor and choose to handle it alone, choose to dispose of the scholars, disenchant/win against the Gargoyle, enter the secret room, read the diary, climb up, choose to save Halad, win against Halad, absorb the book, forgive Halad.**
36. <Flesh-colossus>	**<u>CONDITIONS: ONLY 1 HP left</u> Don’t become Terria’s disciple, don’t get the rat professor’s help (discard/sell him if you have him), win against the Zealot and get information out of him, head to the tower, explain Halad’s plan, say you don’t have proof, sneak past, win against the Zealot, get killed by the Flesh-Colossus.**
37. <President’s Best Disciple>	**Don't become Terria's disciple, go into the cave of the singing herbalist, pass all the traps and get the Daily Kim's Tongue by passing its test, disenchant the people, succeed the stat-check/win against the zealot and get information out of them, hand the zealot over, visit the tower, explain Halad's plan, say you don't have proof, beat the Flesh-Colossus, follow Edmond.**
38. <Back to School>	**<u>CONDITIONS: Evil alignment</u> Don’t become Terria’s disciple, meet with the rat professor and choose to handle it alone, discard/sell the rat professor, disenchant the people, win against the Zealot and get information from them, release/hand the Zealot over, visit the tower, explain Halad’s plan, say you don’t**

	have proof, sneak past the Zealots, use the lantern, win against the Zealot, win/lose against the Flesh-Colossus, approach Halad, dispose of her.
39. <Future Grand Mage>	**Don't become Terria's disciple, meet with the rat professor and choose to handle it alone, discard/sell the rat professor, follow the crowd, save the people and win against the Zealot, visit the tower, explain Halad's plan, say that you have proof, save the White Owl, sneak past, ignore it/use lantern/magic: light, lose against the Zealot, absorb the book, refuse to enter, win against the Evil Brain.**
40. <Atonement>	**(Free the old woman) Become Terria's disciple, Help the rat professor and hand him over, go to the tower and disenchant the scholars, disenchant/fail to disenchant the Gargoyle, win against Halad, choose that there's another way.**
41. <As for the Rodent Professor...>	**(Free the old woman) Become Terria's disciple, meet the rat professor and choose to handle it yourself, attempt to dispose of the Scholars, disenchant/win against the Gargoyle, climb up and win against the Ice Golem, choose 'It's for payback', win against Halad, attack the Swarm, win against the Swarm, rip the book, banish Halad.**
42. <Indigo Witch and the Rodent>	**Hand over the rat professor to Terria.**

Librarian Trying To Save The Princess

Main Epilogue

Main Epilogue	How to obtain
47.<Fallen Down>	CONDITIONS: 1 HP ONLY Don't push/push the old woman away, follow/fail to follow the gossipers, go to Mount Gar, attack/watch Vertino silently, make a puddle/wait longer at the door. If you chose to make a puddle -> politely greet the Steel Dragon/fight the Steel Dragon, help Esit, choose to trap Vertino (High INT)/wish for Esit's freedom. If you chose to wait longer at the door -> Get the kid to tell you about the dragon, head/don't head to the nest, if you went to the nest -> watch the kid/save the kid, choose to side with the Steel Dragon in the battle after the campsite event, win against Darius, successfully assist the Dragon/win against Vertino. Make sure to choose the other options except saying that you beat the dragon,

	choose to give Esit her freedom, act out a play, win against the guards/call upon the rain/successfully sneak in/successfully distract, proceed with the plan and roll to the left, make sure you perish NOT survive.
48.<Just War...!>	**Do the same as sub 52.**
49.<Drowned Emperor>	**The preceding events don't matter (But make sure to side with the Steel Dragon if you head to the campsite). Say that you beat the dragon, choose to give Esit her freedom, consult with Egakin, get an audience with the Emperor.**
50.<The Emperor's Resignation>	**The preceding events don't matter (But make sure to side with the Steel Dragon if you head to the campsite). Say that you beat the dragon, choose to give Esit her freedom, make a fake dragon head and present it to the Emperor.**
51.<Back to the Library>	**<u>CONDITIONS: Male Adventurer</u> The preceding events don't matter (But make sure to side with the Steel Dragon if you head to the campsite). Make sure to choose the other options except saying that you beat the dragon, choose to give Esit her freedom, act out a play, win against the guards/call upon the rain/successfully sneak in/successfully distract, don't hug Esit, proceed with the plan, successfully do the steps, reject Esit's proposal.**
52.<Imprisoned>	**The preceding events don't matter (But make sure to head to the campsite and side with the Steel Dragon). Win against Darius, attack Vertino and win, help Esit, choose that you sneaked Esit out/disposed of the dragon, choose to make a fake dragon head, threaten the blacksmith and present it to the Emperor.**
53.<Reaching the Star>	**<u>CONDITIONS: Male Adventurer</u> The preceding events don't matter (But make sure to not push away the old**

	woman). Make a puddle at the door and enter, politely greet the Dragon/win against the Steel Dragon, help Esit, choose to wish for her freedom, head to 'The Mountain Goat's Rest', say that man is dangerous, tell Egakin to transform, successfully do a hostage act, suggest that you sneaked Esit out/say that you beat the dragon, make a fake dragon head, ask politely, present the head to the Emperor, accept Esit's ring.
54.<The Devil Has the Mountain Goat's Face>	**The preceding events don't matter (But make sure to not push away the old woman and do not follow the gossipers). Help the old man herd the mountain goats, make a puddle at the door and enter, politely greet the Dragon/win against the Steel Dragon, help Esit, choose to wish for her freedom, head to 'The Mountain Goat's Rest', say that man is dangerous, shake the goat lure.**
55.<The Empress's Closest>	**<u>CONDITIONS: Female Adventurer</u>** **Help Esit and receive her brooch.**
56.<As the Emperor Wants>	**The preceding events don't matter (But make sure to not push away the old woman). Make a puddle at the door and enter, politely greet the Steel Dragon/win against the Steel Dragon, help Esit, choose to wish for her freedom, head to 'The Mountain Goat's Rest', say that man is dangerous, tell Egakin to transform, fight and win/lose against the guards, choose to say that you beat the dragon, consult with Egakin, hand the Blessing of Menrva to the Emperor.**
57.<The One Who Got the Princess>	**<u>CONDITIONS: Male Adventurer</u>** **The preceding events don't matter. Wait longer at the door, get the kid to tell you about the dragon, save the kid, side with the soldiers and win against the Steel Dragon, do as Esit says, choose to have the princess, win against Vertino.**
58.<A Meaningless Death>	**<u>CONDITIONS: Male Adventurer</u>**

	The preceding events don’t matter. Wait longer at the door, get the kid to tell you about the dragon, save the kid, side with the soldiers and win against the Steel Dragon, do as Esit says, choose to have the princess, lose against Vertino.
59.<The Princess' Butler>	**The preceding events don’t matter (But make sure to head to the campsite and side with the Soldiers). Win against the Steel Dragon, dispose of the Steel Dragon, choose to stay with the princess.**
60.<A Win-win for Zaipent and Arma>	**Do the same as sub 59.**
61.<Esit's Disappearance>	**1. The preceding events don’t matter (But make sure to head to the campsite and side with the Steel Dragon). Win against Darius, take the princess and run away and fail to do so, escort her by yourself, lose to Egakin.** **OR** **2. The preceding events don’t matter (But make sure to head to the campsite and side with the Soldiers). Lose to the Steel dragon, assist Vertino and lose again.**
62.<Back to Where You Belonged>	**The preceding events don’t matter (But make sure to head to the campsite). If you side with the Steel Dragon, win against Darius, take the princess and run, choose to take her by force, hand her over to Egakin.** **If you side with the soldiers, lose against the Steel Dragon, take the princess and run, choose to take her by force, hand her over to Egakin.**
63.<I am Not a Tool>	**1. Make sure to side with the soldiers, win against the Steel Dragon and dispose of him.** **OR**

	2. Make sure to side with the soldiers, lose against the Steel Dragon, assist Vertino and win against the Steel Dragon.
64.<A New Maid and the Disappearance of Esit>	Make sure to side with the soldiers, win against the Steel Dragon and spare him.
65.<Wishing You Happiness>	The preceding events don't matter (But make sure to head to the campsite and side with the soldiers). Lose against the Steel Dragon, take the princess and run away, take her by force, choose to escort her by yourself, win against Egakin and successfully don't get knocked out by Esit (RNG), ask how the two are related, let the princess go.

A Cycle of Debt

Main Epilogue

Main Epilogue	How to obtain
66. <Where the Lord At?>	Join the mercenaries, accept Anton offer (don't do the cause panic path), go to the Vampire Lord place, kill Anton, you will enter the hideout with the Mercenaries, kill the Vampire and Vampire Elder.
67. <Anton Underlings>	1. Do the same as epilogue 66 but

	lose to Anton. **2. Don't join the mercenaries, lose to Anton, you will get locked with your sister that has turned into vampire, kill her and fail to get out of the jail, or get out of the jail and fail to kill Anton after.**
68. <Way Back Home>	**1. Join the mercenaries, do the same as epilogue 66 and you will get this epilogue along with it.** **2. Don't join the mercenaries, kill Anton with silver weapon (or weapon with atleast 1 holiness).**
69. <The Legendary Vampire Hunter>	**Join the mercenaries, accept Anton offer (going to his office), go to the Vampire Lord place, don't kill Anton, beat the Death Knight (his CP can be reduced to its original CP by having around 3 to 5 holiness, i'm not sure about it), then the Vampire Lord will show his true face, attack him right away and success to kill him, refuse to give the cube to Anton, kill Anton with silver weapon, refuse to give the cube to the Mercenaries.**
70. <A Chained Vampire>	**1. Do the same as epilogue 69 but at the time the Vampire Lord shows his true face, choose to step back, he will offer you to replace Anton position, accept his offer.** **2. You can also get this epilogue by letting the Vampire Lord kills you/reduce your health or sanity to 0 before the mercenaries arrive.**
71. <A Blessed Band of Mercenaries>	**Do the same as epilogue 69 but give the cube to the Mercenaries or kill Anton without silver weapon, he will survive and kick you out to escape.** **If you fail to kill the Vampire Lord for the first time, the Mercenaries will come and assist you with another chance to kill the Vampire Lord, kill it successfully.**

72. <A New Lord>	**Do the same as epilogue 69 but give the cube to Anton.**
73. <Anton the Escapee>	**1. You will get this one along with epilogue 71 by not killing Anton with silver weapon.** **2. Refuse his offer in his office, beat him without silver weapon or lose to him, inform the Mercenaries and go with them, survive the spike trap, lose to Anton.**
74. <Deathrattles>	**Do the same as epilogue 69 but lose to Anton at the end.**
75. <Nomad Siblings>	**Don't join the mercenaries, enter the colosseum, meet your sister, cause panic, beat the Guard and Anton but Anton manages to escape.**
76. <The Mercenaries and the Lord>	**1. Do the same as epilogue 70.** **2. Get assistance by the Mercenaries but lose to the Vampire Lord.**
77. <Takeover by Force>	**1. Join the mercenaries, refuse Anton offer, report to the Mercenaries and go with them, survive the spike trap and beat Anton (or fail it doesn't matter if you have some health left).** **2. Do the same as epilogue 81.**
78. <Retreat!!!>	**Join the mercenaries, refuse Anton offer, report to the Mercenaries and go with them, let the spike trap kills you/reduce your health to 0.**
79. <We Owe You>	**1. Do the same as epilogue 69, don't give the cube, beat Anton without silver weapon** **2. Do the same as epilogue 72** **3. Do the same as epilogue 76**
80. <We'll Remember You>	**1. Accept Anton offer (not the cause panic path), don't kill Anton, lose/get killed by Death Knight**

	2. Do the same as epilogue 78
81. <A Chance Arrangement>	Join the mercenaries, enter colosseum, meet your sister, choose to cause panic, fail to beat the Guard or Anton, accept Anton offer, report to the Mercenaries and go to the Vampire Lord place, you will meet Anton getting chained by the Mercenaries, tell them that you know him, beat the Vampire Guard and Vampire Elder.
82. <For Fiana>	Do the same as epilogue 81 but tell the Mercenaries that you don't know Anton.
83. <What Good Would It Do>	1. Don't join the mercenaries, enter the colosseum, lose to the guard or meet your sister and then lose to Anton, then you will get locked in a cage, kill Fiana, break the cage and kill Anton 2. Or when you meet your sister, choose to handle Anton (come to his office), kill Anton without silver weapon, kill Vampire Spawn (or not), kill Anton, kill Fiana
84. <Cursed, Left Behind>	Do the same as the second option in epilogue 83, after u kill Anton, don't kill Fiana
85. <Gladiator Servant>	Join the mercenaries, go to the colosseum, meet your sister, cause panic, lose to the Guard or Anton, refuse Anton offer.
86. <Luan Fiana>	Join the mercenaries, go to Town Square, go to Colosseum, meet your sister, cause panic, beat Vampire Guard and Anton. After that you can do anything but don't die.
87. <A Tragedy>	1. Don't join the Mercenaries, go to the Colosseum, lose to the Vampire Guard or meet your sister and fail to beat Anton, get locked in a cage and lose to your sister. 2. Meet your sister, choose to handle

	Anton (come to his office), kill Anton without silver weapon, kill Vampire Spawn (or not), lose to Anton.

Demon's Touch

Main Epilogue

Main Epilogue	How to obtain
88. <Last Drink>	**(More than one way to get it. Just successfully kill Publius at the end (when exp 100), and then successfully reject Kior's offer) example : Go to funeral, waiting signal, go meet Viyork, refuse and leave, defeat Viyork, defeat paladin's legion, defeat Valen, pass check, kill Publius, successfully reject Kior's offer.**
89. <Collapse and Rebirth>	**(More than one way, oppose Kior, but lose from Kior) example : Don't take help from Viyork, don't kill Danica, get mirror of memories, use mirror of memories, call Kior 'Son of a bitch!', do not pass checks for searching**

	the/don't choose to go in alone/go from front, defeat demons legion, everyone are killed except Valen, go with Valen to Hell, get defeated by Balor/Kior in Hell.
90. <Burned at Stake>	**(More than one way to get it. Basically get defeated/captured by church) Example: Go to funeral, waiting signal, go meet Viyork, refuse and leave, surrender to Viyork, failed check say "reject all the offers".**
91. <Those Who Chase Demons>	**Same as epilogue 88.**
92. <What is the Truth…?>	**Don't take help from Viyork, kill Danica, set ambush, kill Viyork, kill Onil, pay/convince blue dragon, defeat paladin legions, at exp 100: ask Gess opinion, check the wagon, choose to kaleres river, snipe/ambush Publius, defeat paladin legion.**
93. <Kior's Puppet>	**(More than one way to get. Defeat Publius, accepting Kior's offer at the end/fail to reject Kior's offer at the end) Example : Go to funeral, waiting signal, go meet Viyork, refuse and leave, surrender to Viyork, believe in Kior, defeat Valen.**
94. <Prisoners in the Iron Mask>	**Don't take help from Viyork, capture Danica, don't kill Danica, get mirror of memories, use mirror of memories, call Kior 'Son of a bitch!', pass checks for searching the followers, pass the Int check, choose to go in alone, defeat Gess, meet Publius, promise the condition, go to Danica at night, pass Check/look into Danica, defeat Danica, defeat Kior.**
95. <Song of Revenge>	**Don't take help from Viyork, don't kill Danica, get mirror of memories, use mirror of memories, call Kior 'Son of a bitch!', do not pass checks for searching the/don't choose to go in alone/go from front, defeat demons legion, everyone are killed except Valen, go with Valen to Hell, defeat**

	Balor, defeat Demon's legion, defeat Kior, successfully chase Kior(have spell resistance/pass check), return from hell and meet Publius, don't surrender to church/Publius, kill Publius and Valen.
96. <Destroying Faith>	**More than one way to get it. Can follow epilogue 93.**
97. <Chase the Demon Together>	**Follow epilogue 95, but after defeating Kior, fail to chase Kior.**
98. <Didn't Get Revenge>	**Don't take help from Viyork, don't kill Danica, get mirror of memories, use mirror of memories, call Kior 'Son of a bitch!', do not pass checks for searching the/don't choose to go in alone/go from front, defeat demons legion, everyone are killed except Valen, go with Valen to Hell, defeat Balor, defeat Demon's legion, defeat Kior, successfully chase Kior(have spell resistance/pass check), return from hell and meet Publius, don't surrender to church/Publius, kill Publius and Valen.**
99. <In the Middle of a Dimension>	**Don't take help from Viyork, kill Danica, run away , look in alley, defeat paladin, go to town where there birthday, defeat Valen, get defeated by paladin legions, silent, dedicate offerings, defeat Valen, deal with Onil directly, defeat Onil, defeat paladin legions, fail check from Publius' magic**
100. <New Life>	**Go to funeral, waiting signal, go meet Viyork, refuse and leave, surrender to Viyork, say choose "I will swear the atonement."**
101. <The New Toy Is…>	**More than one way to get it. Can follow epilogue 90.**
102. <Demon's Revenge>	**More than one way to get it. Can follow epilogue 93.**
103. <Extinction>	**Can follow epilogue 119, but fail make a surprise attack, fail to return to own body.**

104. <The Altar of Kior>	**Help Viyork, kill Onil, failed to ambush/capture/kill Danica, scattered and run away, defeat Valen, exchange hostage (save viyork), defeat paladin, capture Danica, use curse, defeat Valen, defeat Paladin legion, successfully run towards Publius, follow the word of Kior.**
105. <Saint of Teretian>	**More than one way to get it. Can follow example for epilogue 90.**
106. <Loss of Authority>	**Follow Epilogue 119, but fail make a surprise attack, successfully return to own body (pass check) and then choose "Let's aim for the next change".**
107. <Publius's Worry>	**Can follow epilogue 95 until arrived in Hell, then get defeated in hell (by Balor/Kior).**
108. <Declaration of Conquest>	**Don't take help from Viyork, don't kill Danica, get mirror of memories, use mirror of memories, call Kior 'Son of a bitch!', pass checks for searching the followers, pass the Int check, choose to go in alone, defeat Gess, meet Publius, agree with Publius/don't agree and not join Kior again, go meet Danica and pass check on Danica, defeat Danica, defeated by Kior.**
109. <Hero's Death>	**Can follow epilogue 98**
110. <Archbishop of Teretian, Viyork>	**Go to funeral, waiting signal, go meet Viyork, look for Viyork family, defeat Valen, go look for Publius hiding place, enter the monastery, what story?, Who is that?, Defeat paladin, to right, defeat animated armored, defeat publius, get defeated by Viyork**
111.	
112. <Viyork, the Hero of the Teretian>	**Don't take help from Viyork, kill Danica, run away , look in alley, defeat paladin, go to town where tere birthday, defeat Valen, get defeated by paladin legions, silent, I will think about it, defeat Viyork, accept Viyork**

	offer, return back the latter without noticing suspicion, defeat Onil, pass the con check 'I cannot die alone'.
113. <Medal of Justice>	**Can follow epilogue 112, but fail the con check.**
114. <Becoming Ashes…>	**Can follow epilogue 99.**
115. <Retirement>	**Can follow epilogue 119.**
116. <Kior's Pet Snake>	**Follow epilogue 95 until arrived in Hell, then get defeated in Hell by Balor/Kior.**
117. <Publius and Valen>	**Follow epilogue 95 until come back from Hell, then surrender to church.**
118. <Give Up Ambition>	**Can follow epilogue 119 until exchange hostage (save Viyork), after that doesn't matter.**
119. <Danica, the Assassin>	**Help Viyork, kill Onil, failed to ambush/capture/kill Danica, scattered and run away, defeat Valen, exchange hostage (save viyork), defeat paladin, capture Danica, use take body spell, successfully steal her spirit (WIS check), successfully make a surprise attack (DEX check).**
120. <Danica's Whereabouts>	**Follow epilogue 94.**
121.	
123.	
124.	
125.	
126.	
127.	
128.	
129.	

The Plague

Sub Epilogue

Sub Epilogue	How to obtain
29. <Guilt>	Ask for more information about the burning town, fail to spare the child/go elsewhere, choose to drink on your own.
30. <Shield of the Church>	Ask for more information about the burning town, tell Galgano to spare the child and fail/go elsewhere, ask what happened in the bar, tell Galgano to pray, climb to the top of the church/fly (+1 spellcasting), pull out his sword.
31. <Pilgrimage>	Ask for more information about the burning town, tell Galgano to spare the child and fail/go elsewhere, ask what happened in the bar, tell Galgano to pray, climb to the top of the church/fly (+1 spellcasting), don't pull out his sword.
32. <Pandemic>	1. Attack and win against the Templar, don't dispose of the man, gather people at the church, let the old woman perish. OR 2. Attack and win against the Templar, don't dispose of the man, gather

	people at the church, ask for more information, persuade the Templars, choose that the old woman has cats.
33. <Cats and Soap>	**1. Attack and win against the Templar, don't dispose of the man, gather people at the church, ask for more information, don't let the Templars dispose of the old lady and successfully gather evidence, say that the house is clean.** **OR** **2. Attack and win against the Templar, dispose of the man, don't gather people at the church, ask for more information, attack.**
34. <Old Woman's Secret>	**Attack and win against the Templar, dispose of the man, don't gather people at the church, successfully persuade the Templars.**
35. <I Wanna Be a Templar!>	**<u>CONDITIONS: ~12 WIS</u>** **Ask for more information about the burning town, get Galgano to spare the child (scumsaving/savescumming recommended), don't tell the child the truth.**
36. <Runaway>	**<u>CONDITIONS: ~12 WIS + Evil alignment</u>** **Ask for more information about the burning town, get Galgano to spare the child (scumsaving/savescumming recommended), choose '...templar?', then choose 'I always do my best', tell the child the truth.**

Refugees in Rixhelm

Sub Epilogue

Sub Epilogue	How to obtain
37. <Will reclaim my hometown>	Offer the little girl some bread/coins, save the Refugees from the wolves, refuse to take their heirloom, offer to help them, win all the battles
38. <I'm sorry I couldn't protect you>	Offer the little girl some bread/coins, save the Refugees from the wolves, refuse to take their heirloom, offer to help them, lose the fight.
39. <For those who froze to death>	Offer the little girl some bread/coins, save the Refugees from the wolves, accept to take their heirloom, you MUST have the refugees turn up as an undead (scumsaving/savescumming recommended), run away from them, win against the Frost Queen, refuse to hand over the flower, defeat the Frost Queen, smash the gem.
40. <Finding the Ice Flower>	Offer the little girl some bread/coins, save the Refugees from the wolves, accept to

	take their heirloom, refuse to give the flower to the Lich, lose the battle.
41. <Girl and Teddy Bear>	**<u>CONDITIONS: High INT</u> Offer the little girl some bread/coins, save the Refugees from the wolves, accept to take their heirloom, refuse to give the flower to the Lich, win the battle, seal the Frost Queen inside the Teddy Bear, tell Bruges that the Frost Queen is in the toy, give the Teddy Bear to the Little Girl.**
42. <Kingdom of the Frost Queen>	**Offer the little girl some bread/coins, save the Refugees from the wolves, accept to take their heirloom, accept to give the flower to the Lich.**
43. <Thing was the Frost Queen>	**<u>CONDITIONS: High INT</u> Offer the little girl some bread/coins, save the Refugees from the wolves, accept to take their heirloom, refuse to give the flower to the Lich, win the battle, seal the Frost Queen inside the Teddy Bear, tell Bruges that the Frost Queen is in the toy, don’t give the Teddy Bear to the Little Girl.**
44. <The Refugee’s Homecoming>	**Offer the little girl some bread/coins, save the Refugees from the wolves, accept to take their heirloom, refuse to give the flower to the Lich, win the battle.**

Devil's Blood

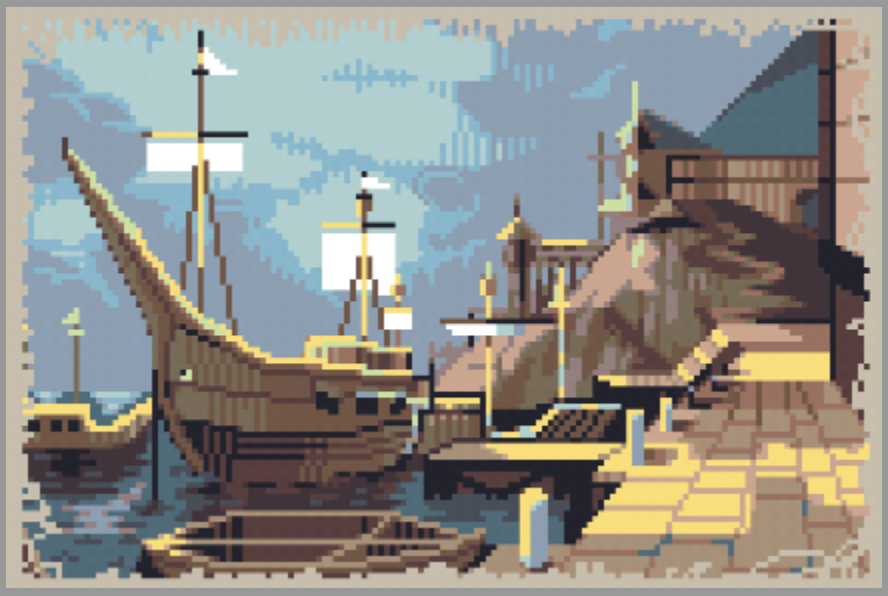
Sub Epilogue

Sub Epilogue	How to obtain
45. <Path of Suffering>	**CONDITIONS: High WIS (For persuading Cira)** **Choose any option for the lady in the jungle, try to save Cira from her cage/bribe or persuade(High INT) the judge, accept both her offers to drink, tell Rohan about Cira and successfully follow him, win against the guard, don't try to fight Cira, tell Cira 'You have me', win against/run away from Rohan with Cira, accept her third offer to drink, follow her to her home.** **OR** **CONDITIONS: High CON and WIS** **Choose any option for the lady in the jungle, try to save Cira from her cage/bribe or persuade the judge, refuse her offer to drink, enter the burning city, tell Cira to stop, hug her and convince her,**

	accept her third offer to drink, follow her to her home.
46. <The God of the Cult>	**Choose any option for the lady in the jungle, try to save Cira from her cage/bribe the judge, accept her offer to drink x2, tell Rohan about Cira, follow him successfully, tell him to go ahead first and then defeat the guard, lose to Cira.**
47. <Where is Cira??>	**Choose any option for the lady in the jungle, try to save Cira from her cage/bribe or persuade the judge, refuse her offer to drink, enter the burning city, choose to run away.**
48. <Free at Last>	**Win the battle against Cira and have Rohan dispose of her.**
49. <Rohan the Martyr>	**Don't follow Rohan/Follow Rohan and let him perish while killing Cira by choosing the option to find another way, then losing the battle.**
Additional Devil's Blood Epilogues	
73. <Dancing With the Devil>	**(Must not on Librarian background/married other)** **Follow Sub Epilogue 45. Path of Suffering. After accept her third offer to drink, defeat crusaders, follow her to her home, choose Stay Silent.**
74. <Return of Cira>	**(Need Good alignment)** **Choose any option for the lady in the jungle, save Cira from her cage, accept both her offers to drink, tell Rohan about Cira and successfully follow him, win against the guard,** **Explain to her your side of the story, successfully choose You've got me, successfully choose Convince Rohan (I'm not sure, but usually it success if I have Good alignment) , successfully Cleanse Cira (Need Holiness +2 and spellcasting +1, high INT), don't ask to marry (do not choosing correct choice to marry her).**
75. <Cira's Wish>	**Same with Sub 74. But after successfully Cleanse Cira, choose Marry me,** **Visit Mariposa, Ask where Cira is, choose**

	Approach them and hang out, choose Help the boy. (Doesn't matter you have silver ring or not)
76. <A New Beginning>	**Choose any option for the lady in the jungle, save Cira from her cage, refuse her offer to drink, enter the burning city Mariposa, stop Cira, hug her, choose We can make this right (Cleansing (Need Holiness +2 and spellcasting +1)), successfully ask her to leave with you (let's run away together)**
77. <Your Sins Are NOT Forgiven>	**Same with sub 76. But at the end choose Do what you want to do (or fail to ask her to leave with you).**

In Search of the Merfolk



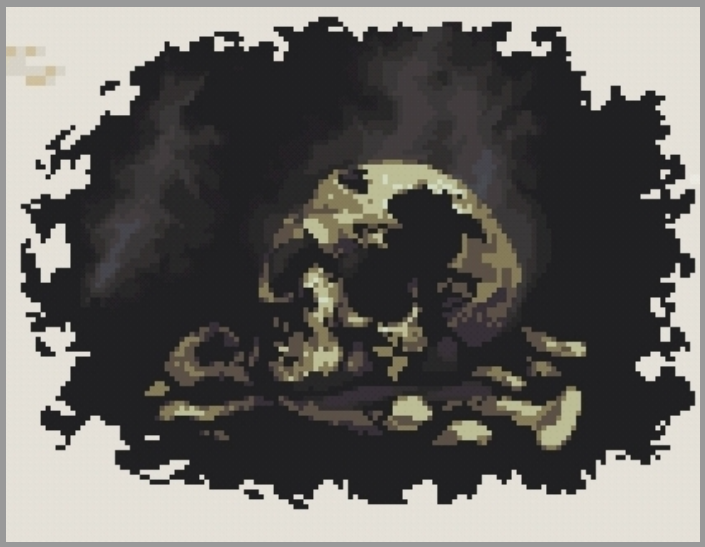
Sub Epilogue

Sub Epilogue	**How to obtain**
50. <Sink and Swim>	**Kidnap the Merfolk, don’t do anything stupid, try to hold on to something and fail.**

51. <The Aristocrats' Luxury>	**Kidnap the Merfolk, don't do anything stupid, successfully hold on to something, head down to the storage, dispose of Madellin.**
52. <The Return of the Queen>	**Kidnap the Merfolk, listen to their story, release them and follow them, go through the vortex, win against the ice golem, rush: B successfully OR use magic: light, assist the queen, win against the merfolk, win against the Kraken's Tentacles, win against the Kraken.**
53. <Ikene, in the Calm Before the Storm>	**Kidnap the Merfolk, listen to their story, release them and follow them, go through the vortex, win against the ice golem, rush: B successfully OR use magic: light, assist the queen, win against the merfolk, win against the Kraken's Tentacles, lose against the Kraken.**
54. <Kraken's Domination>	**Kidnap the Merfolk, listen to their story, release them and follow them, go through the vortex, win against the ice golem, rush: B successfully OR use magic: light, assist the queen, win against the merfolk, lose against the Kraken's Tentacles, choose 'this can't continue', fail to save Madellin/observe carefully.**
55. <The Widow of Love>	**Don't kidnap the Merfolk and offer to help them, win the battle against the Kraken's Tentacles, lose the battle against the Kraken, calm the captain.**
56. <A Famous Captain>	**Don't kidnap the Merfolk and offer to help them, win the battles against the Kraken, calm the Captain, side with the Captain.**
57. <Scattered Around>	**Don't kidnap the Merfolk and offer to help them, win the battles against the Kraken, calm the Captain, side with the Sailors.**
58. <Everything You Have!>	**<u>CONDITIONS: High WIS, High STR OR +1 Surf (Prydwen), Rope</u> Don't kidnap the Merfolk and offer to help them, win the battle against the Kraken's tentacles, side with the Captain, ride the waves (surf)/pass the wis-check (+5**

	Spellcasting), use the rope/pass the str-check.
59. <Biding Time>	**Kidnap the Merfolk, listen to their story, release them and follow them, go through the vortex, win against the ice golem, rush: B successfully OR use magic: light, don't assist the queen, lose against the Kraken's Tentacles, choose 'this can't continue', fail to save Madellin/observe carefully.**

Vengeful



Sub Epilogue

Sub Epilogue	**How to obtain**
60. <A Woman Who Swore Vengeance>	**CONDITIONS: High CON OR High INT** **Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, train Benjamin as a Mercenary, accompany Benjamin, wait until sunset, fail to sneak in the citadel, lose against the first group of bandits, don't run away, win against the next group of bandits, pass the stat-check and dispose of Van Goyle (don't let Benjamin perish), mount Benjamin's horse and**

	follow him to his home, don't get poisoned (Pass the CON Stat-check, or have High INT), win against Attna or have Benjamin hand her over to the guards, reject/accept Benjamin's proposal.
61. <Benjamin the Knight>	**Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, recommend Alec to Benjamin, help Benjamin with his test, accompany Benjamin, win against the Guards/successfully sneak into the Citadel, win against Van Goyle and forget him, don't dispose of Van Goyle.**
62. <Benjamin the Bandit>	**1. Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, recommend Alec to Benjamin, don't help Benjamin with his test/have Benjamin fail his test, aid the adventurers and win, fail to persuade Benjamin.** **OR** **2. Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, train Benjamin into a Mercenary and fail, aid the adventurers and win, fail to persuade Benjamin.** **OR** **3. Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, don't encourage him, catch up on each other, tell him to forget about revenge, follow Benjamin's uncle into his house, fail to take him back, aid the adventurers and win, fail to persuade Benjamin.**
63. <Benjamin the Farmer>	**Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, don't encourage him,**

	catch up on each other, tell him to forget about revenge, follow Benjamin's uncle into his house, successfully persuade/take him back, choose 'Sure thing', accept Benjamin's invitation to his house. **<u>IF you failed the STAT-Check:</u>** **Aid the adventurers and win, successfully persuade Benjamin to go home, choose 'Sure thing', accept Benjamin's invitation to his house.**
64. <Vengeance, Vengeance and Vengeance>	**Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, train Benjamin into a Mercenary/recommend Alec to Benjamin and help Benjamin with his test, accompany Benjamin, win against the Guards/successfully sneak into the Citadel, win against Van Goyle and finish him, head to Benjamin's house, fail the CON stat-check OR pass the CON stat-check and lose against Attna.**
65. <Love and Vengeance>	**Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, train Benjamin into a Mercenary/recommend Alec to Benjamin and help Benjamin with his test, accompany Benjamin, win against the Guards/successfully sneak into the Citadel, win against Van Goyle and finish him, head to Benjamin's house, pass the CON stat-check and win against Attna.**
66. <Act of Evil Calls for Vengeance>	**1. Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, recommend Alec to Benjamin, help Benjamin with his test, accompany Benjamin, win against the Guards/successfully sneak into the Citadel, lose against Van Goyle.** **OR** **2. Save Alec from the Winter**

	Wolves/give soldiers treatment, search for survivors, save Benjamin, recommend Alec to Benjamin, help Benjamin with his test, accompany Benjamin, fail to sneak in the Citadel, win against the group of bandits, lose to Van Goyle.
67. <Death of a Bandit>	**<u>CONDITIONS: Impure/Evil alignment</u> Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, train Benjamin as a Mercenary and fail, aid the adventurers, dispose of Benjamin.**
68. <Van Goyle's Downfall>	**Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, recommend Alec to Benjamin, help Benjamin with his test, don't accompany Benjamin, open the letter and head to Alec's estate, follow him to the Citadel, win against the group of bandits, win against Van Goyle.**
69. <Your Very Own Knight>	**<u>CONDITIONS: High CON OR High INT + Female Adventurer</u> Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, train Benjamin as a Mercenary, accompany Benjamin, wait until sunset, fail to sneak in the citadel, lose against the first group of bandits, don't run away, win against the next group of bandits, pass the stat-check and dispose of Van Goyle (don't let Benjamin perish), mount Benjamin's horse and follow him to his home, don't get poisoned (Pass the CON Stat-check, or have High INT), win against Attna, accept Benjamin's proposal.**
70. <A Premature Death>	**Do the same steps as sub 68.**
71. <Make His Wish Come True>	**Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, train Benjamin as a Mercenary, accompany Benjamin, wait**

	until sunset, fail to sneak in the citadel, win against the group of bandits, fail the stat-check for Van Goyle (DON'T block his hit!), win against Van Goyle.
72. <Revenge Fulfilled>	**Save Alec from the Winter Wolves/give soldiers treatment, search for survivors, save Benjamin, train Benjamin into a Mercenary, accompany Benjamin, win against the Guards/successfully sneak into the Citadel, win against Van Goyle, choose to forget it, don't dispose of Van Goyle.**

Jewel of Life

Sub Epilogue

Sub Epilogue	**How to obtain**
78. <Agreement>	**Don't give up the jewel, beat Amakar, find the jewel, give the jewel to Syannathel, help the druid, head to head/any option, wait stop, talk it out, this war has no justification, why isn't Amakar here, beat light infantry, we negotiate with them, go to negotiate, tell them to calm down (high INT/WIS required), find common ground, tell them to seasonally take turns.**
79. <An Example>	**Side with the druids, get the jewel, bring**

	the jewel to them, go help them, win the first battle in the druids side and choose to get an agreement with the other party, fail to success, fight against the other party and lose, then when you see the boy in the rock go to him. Try to take the bodies of the hanging druids, fail.
80. <The Final Chapter of the War>	**Give up the jewel, flee from Syannathel, help Amakar, fight ice wolves/hide in the valley, fail STR/AGI/WIS check, help Amakar again, go to Amakar, better march swiftly/other option, beat the druid, lose to druid elder.**
81. <The Treasure of Toment>	**(Similar to Sub Epilogue 80, but win againt druid elder)** **Give up the jewel, flee from Syannathel, help Amakar, fight ice wolves/hide in the valley, fail STR/AGI/WIS check, help Amakar again, go to Amakar, better march swiftly/other option, beat the druid, success in check, beat druid elder.**
82. <The Last Druid>	**Similar to Sub Epilogue 92, but no need evil alignment, leave Syannantel alone/get defeated by her/fail to dare her)** **Agree to find the jewel, give up the jewel. Side with Amakar, fight against Syananntel and win, don't choose sides in the next war (don't help Amakar). Then you'll see a hut with a garden someday, approach Syannantel. Get defeated by her/fail to dare her.**
83. <Resurrected Silocient Forest>	**1. Don't give up the jewel, beat Amakar, find the jewel. give the jewel to Syannathel, help the druid, fight along the druid, bear the light infantry, fight back, go to the forest, head to head, beat the human soldier, beat the light infantry.** **2. If you choose to negotiate, blame Amakar, beat the light infantry twice, beat Amakar.**
84. <In Search of a New Home>	**Don't give up the jewel, beat Amakar, find the jewel. give the jewel to Syannathel, help the druid, fight along the druid, lose against light infantry, run away. If you fail**

	to run away, win/lose againts the dire troll, decline Syannathel request. If you accept her request, talk to the friendly troll/throw a health potion, lose to the dire troll. If you win against the troll, choose no idea.
85. <The New Home of the Druids>	**(Similar to Sub Epilogue 84, but really kill/burn the dire troll) Don't give up the jewel, beat Amakar, find the jewel. give the jewel to Syannathel, help the druid, fight along the druid, lose against light infantry. Encounter/Fight dire troll (don't run away). run away. Accept Syannathel request (she will inform about dire troll weakness to fire), talk to the friendly troll/throw a health potion, defeat the dire troll, burn the dire troll (need spellcasting, or bring basket of match, or can instantly kill dire troll if have very high spellcasting)**
86. <The Traitor and the Hero>	**Accept the druids request, find Amakar, give up the jewel. Run away from Syannathel/Tell her he has his reason then blame the druids, Win/Lose to Syannathel, Help Amakar, fight ice wolves/hide in the valley, fail STR/AGI/WIS trait check, agree to help Amakar OR pass trait check, win against Syannathel, suggest to go for war. Go to Amakar, Pass WIS check, lose to the druids**
87. <Scattered Away>	**Give up the Jewel, flee from Syannathel, get defeated by Syannathel, don't help Amakar, visit Tomant again (I think it's random, if you get to visit Tomant will get this sub epilogue 87, but if not (visit hut with garden) will get sub 82/92)**
88. <Used to Be My Place>	**Get the jewel and give it to Syannathel, help the druid, observe the soldiers, ask who is it (Lophenbach)?, Wait!!stop!!, Successfully Talk it out (Chr), successfully This war has no justification (Int), notice something about Amakar? tell Lophenbach about Amakar, he will retreat (I think need Int and Wis)**
89. <Lose&Lose>	**Give up the Jewel, blame Syannathel, defeat Syannathel, help Amakar, success**

	in check, defeat Syannathel, choose to negotiate, go to Kiorov Plains, fail negotiate, fail the check
90. <Gone With the Gem>	**(Similar to Sub Epilogue 80/81, but fail the check after defeat the druid) Give up the Jewel, blame Syannathel, help Amakar, success in check, defeat Syannathel, choose they will not give up, go to Amakar, defeat druid, fail the check.**
91. <The Widow of Tomant>	**Dont give up the jewel, beat Amakar, find the jewel. give the jewel to Syannathel, help the druid, fight along the druid, beat the light infantry, we fight back, go to the forest, lie in ambush, beat the human soldier, beat the light infantry, beat Amakar. (Also get sub epilogue 83)**
92. <An Empty Hut>	**You need to be Evil. Agree to find the jewel, give up the jewel. Side with Amakar, fight against Syananntel and win, dont choose sides in the next war, then you'll see a hut with a garden someday, approach and dare Syannantel with cruel words, say her that she should die with the other druids. Go out them leaving her crying.**
93. <Into Soil>	**(Similar to Sub Epilogue 78, but success take hanging druids' bodies and defeat guards) Side with the druids, get the jewel, bring the jewel to them, go help them, win the first battle in the druids side and choose to get an agreement with the other party, fail to success, fight against the other party and lose, then when you see the boy in the rock go to him. Try to take the bodies of the hanging druids, success in doing it, defeat the guards.**

Items & Monsters

Made by Nakozu:
[Item and Monster Guid]